

Fig. 2

Fig. 3

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```
<RootOfPatterns>
      <Pattern name="Example pattern 1">
             <Effect name="Long" intensity="60" time="1000000">
<Effect name="Pause" intensity="0" time="500000">
<Effect name="Short" intensity="60" time="10000">
      </Pattern>
      <Pattern name="Example pattern 2">
            <Effect name="Weak and Long" intensity="20" time="1000000">
      </Pattern>
</RootOfPatterns>
                               Fig. 4
<?xml version="1.0" standalone="yes"?>
<!DOCTYPE RootOfPatterns SYSTEM "">
<RootOfPatterns>
       <Pattern name="Example pattern 1">
             <Effect name="Long" intensity="60" time="1000000">
<Effect name="Pause" intensity="0" time="500000">
<Effect name="Short" intensity="60" time="10000">
       </Pattern>
       <Pattern name="Example pattern 2">
             <Effect name="Weak and Long" intensity="20" time="1000000">
       </Pattern>
</RootOfPatterns>
                               Fig. 5
                                        XMLVibraPlayer
        XMLRecognizer
                                            Container
                                                                230
   26
                 Xml data
                                                    Play()
                                        XMLVibraPlayer
                                           Document
        Xml -file
                         Xml data
                                                    RunVibraEffect
```

Fig. 6

VibraEngine

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